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4-H ONTARIO PROJECT



Trash to Treasure LEADER HANDBOOK



4-H Ontario

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The 4-H Pledge

I pledge my Head to clearer thinking,
my Heart to greater loyalty,
my Hands to larger service,
my Health to better living,
for my club, my community and my country.

The 4-H Motto

Learn To Do By Doing

Project Resource Information

Reference Book and Activity Guide Developed by: Saskatchewan 4-H Council; Written by: Kristal Kennett, B Sc Hon, MRM
Contributions by: 4-H Jamaica
Handbook Written by: Elizabeth Johnston & Marianne Fallis, 4-H Ontario
Cover Photo: 4-H Jamaica, taken by Marianne Fallis, 4-H Ontario
Layout by: Marianne Fallis, 4-H Ontario
Date: March, 2014

4-H Ontario grants permission to 4-H volunteers to photocopy this 4-H project resource for use in their local 4-H program.

All information presented in this project resource was accurate at the time of printing.

The development of this project resource was made possible through the support of Growing Forward 2.

INTRODUCTION

Welcome to the '4-H Trash to Treasure Project!' Handbook

With a bit of creativity and some elbow grease, you can turn almost any item that someone else thought was trash and turn it into a treasure! Learn how to reuse or recycle items that may otherwise go to the recycling centre, garbage dump or landfill. Help the environment, save money, have fun and create new-to-you items that can be both useful and decorative. Let your imagination run wild and see what the possibilities can be!

Objectives

1. To learn how to create treasures out of trash.
2. To further develop a creative sense.
3. To develop better hand dexterity and fine motor skills.
4. To learn a variety of craft techniques.
5. To gain an appreciation for the environment.

How to Use This Manual

The 4-H Trash to Treasure Project is made up of three parts:

1. The Reference Book & Activity Guide:

The reference book & activity guide, developed by 4-H Saskatchewan, contains project objectives, project information and activities.

2. The Handbook:

The handbook is made to complement the 4-H Trash to Treasure Reference Book & Activity Guide developed by 4-H Saskatchewan. The handbook works alongside the information provided in the Reference Book & Activity Guide, providing suggestions for each of the six meetings.

Meeting 1 – Paper Perfect

Meeting 2 – Groovy Glass

Meeting 3 – Marvelous Metal

Meeting 4 – Pretty Plastic

Meeting 5 – Cool Clothing

Meeting 6 – Heavenly Household Items

Each meeting has suggested roll calls, learning objectives and a sample meeting agenda. As well, extra activities are included at the end of this handbook.

Additional information for this project has been provided by 4-H Jamaica regarding their Trash to Cash competitive event.

Sample Meeting Agendas: are at the beginning of each meeting. The agendas give suggestions for topic information, activities and judging and/or communications activities along with suggested times for each section. These are only suggestions – you will know your group best and will know the skill and attention level of your members. There is more topic information and activities than what can be completed in a two hour meeting. Be creative!

When looking at the sample meeting agendas, please note that activities noted with a letter reference are included in this handbook while activities referenced using numbers are in the Reference & Activity Book.

3. The Record Book

This booklet is designed to make it easier for members to record information throughout the club. Members are to record their expectations and goals for the project in addition to contact information, a record of club activities, information about the project and themselves, their evaluation and summary of the project as well as any media coverage their club has had. Print or photocopy pages from the Reference Book & Activity Guide and the Handbook that you think will benefit the members either as a resource or an activity.

The Record Book should be given to each member at the beginning of the first meeting. Ask members to keep it in a binder or duotang so they can add to it easily.

Go through the Record Book with the members and explain the pages. Encourage them to use their Record Books at every meeting and record as much information as possible. As an added incentive, a prize could be given at the end of the project for the best Record Book.



Photo Credit: Shonna Ward

Planning a Meeting

Plan your meetings well. Review all the information well in advance so you are prepared and ready!

Before Each Meeting:

- Read the topic information and activities and photocopy any relevant resources for the members' Record Books.
- Be familiar with the topic information for each meeting. Think of imaginative ways to present the information to the members. This is a very 'hands-on' project. Review available resources, plan the meetings and choose activities and themes that complement the ages and interests of your members. This handbook contains extra activities that can be used to provide members with judging and communication activities.
- Gather any equipment and/or resources that will be needed to complete the meeting.
- Each 4-H project must be held over a period of at least 4 separate meetings (most projects are generally 6 meetings), totaling a minimum of 12 hours. Typically, 4-H meetings are approximately 120 minutes (2 hours) in length. Before each meeting, create a timeline to ensure that you are providing an adequate amount of instructional time for club completion. Included on the following page is a Leader's Planning Chart to help with the planning of meetings. In addition to the chart, keep track of what went well and what should be changed next time. That way, each time this project is run, the content of the meetings can be different!

When planning each meeting, a typical 4-H meeting agenda should include the following:

- Welcome & Call to Order
- 4-H Pledge
- Roll Call
- Parliamentary Procedure:
 - Secretary's Report
 - Treasurer's Report (if any)
 - Press Report
 - New Business: local and provincial 4-H activities/opportunities, upcoming club activities
- Meeting content and activities
- Clean-up
- Social Recreation and/or refreshments
- Adjournment

Judging and Communications:

Each meeting must include either a judging or public speaking activity.

- Judging gives the members an opportunity to use judging techniques as part of the learning process. Through judging, members learn to evaluate, make decisions and communicate with others. They also develop critical thinking skills, confidence and self-esteem. Examples are given in this handbook but use your imagination! As long as members are setting criteria and critically thinking about where items fit within that set of criteria, they are learning the basic skills of judging! Avoid using the items that members' create during the course of this project as items for judging. It is better to use objects such as scissors, running shoes, craft supplies or other items found in the room rather than comparing and judging items that members have made, especially if there are members in the club that are shy and not very confident.
- Communications activities have been provided in this handbook but can be included in the Roll Call or social recreation time. These activities do not need to involve the topic of Trash to Treasure as the outcome is more about understanding the concepts of effective communication.



Photo Credit: Shonna Ward

Leader's Planning Chart

Mtg.#	Date/Place	Topics Covered	Activities	Materials Needed

As a club volunteer your responsibilities are to:

- Complete the volunteer screening process and attend a volunteer training session.
- Notify the local association of the club, arrange a meeting schedule and participate in club meetings, activities and the Achievement Program.
- Review the project material in the Handbook, Reference Guide & Activity Book and Record Book to familiarize yourself with the information and adapt it to fit your group. Be well organized and teach the material based on your group's age, interest and experience level.
- Organize the club so members gain parliamentary procedure, judging and communication skills.
- Have membership lists completed and submitted along with fee collected (if applicable) by the end of the second meeting.
- Have members fill out a Participant Agreement form and identify any health concerns. Ensure that all members, leaders and parent helpers know the appropriate actions during any emergency. Check with members for any food allergies or dietary restrictions and plan snacks accordingly.

As a club member your responsibilities are to:

- Participate in at least 2/3 of his/her own club meeting time. Clubs must have a minimum of 12 hours of meeting time.
- Complete the project requirement to the satisfaction of the club leaders.
- Take part in the project Achievement Program.
- Fill in and complete the Record Book.
- Complete any other projects as required by the club leaders.

Achievement Program Ideas/Suggestions

- Display the completed items made in the project at a local event to showcase the 4-H Trash to Treasure Project.
- Check out the competition categories at a local Agricultural Fair and see if there are any categories for any of the projects made in this project.
- Create items from the Reference Book & Activity Guide and sell them at a community event to either raise money for your 4-H club or for charity.
- Create items and use them as gifts for those living in nursing homes, shut-ins or for those in the hospital.

Special Projects

These projects are done outside of meeting time and are for members interested in doing more – often senior members. It's up to you as the leader to decide if you will require members to complete a Special Project for club completion. Some ideas include:

- Interview someone who has been making crafts for years. Find out things like what got them started at making crafts, why do they continue making crafts after all these years, what is their favourite craft item to make, etc. Write a report for the local newspaper or for a 4-H newsletter.
- Create a display showing the steps of creating a treasure from trash.
- Create a cost comparison chart of items created from trash and what that item might cost to purchase already made.
- Research on the Internet or in books or magazines and find a trash to treasure item that is not found in the Reference Book & Activity Guide. Make this item and display it at a meeting, Achievement Program or Awards Night. Be prepared to explain where you found the idea for your item, how it was made and what it will be used for.

Tour Ideas

- Tour a recycling facility, garbage dump or landfill.
- Attend a craft show to see other types of crafts that are possibly made from trash into treasures.
- Have guest speakers attend meetings to supplement the material in the Reference Book. Speakers could include craft store owners, those who already create treasures from trash, the manager of a recycling facility, garbage dump or landfill, etc.
- Visit a craft store and learn what type of items they sell.
- Tour through garage sales and look for items that could be created into treasures.

References

- 4-H Jamaica www.jamaica4hclubs.com
- 4-H Saskatchewan www.4-h.sk.ca
- Great Lakes Recreation Leaders Lab
- Salt and Light Retreat Resource Manual www.bc.edu
- Small Group Ice Breakers <http://crupressgreen.com/small-group-icebreakers/>
- Youth Group Games www.jubed.com

**I pledge my Head to clearer thinking,
my Heart to greater loyalty,
my Hands to larger service
my Health to better living
for my club, my community and my country.**



4-H Ontario

MEETING 1 - Paper Perfect

Objectives:

- Learn the election procedure for establishing an executive.
- Gain an appreciation for the importance of recycling and repurposing.
- Learn what supplies, tools and equipment are required.
- Learn the history about paper.
- Learn how paper can be repurposed into many different items.

Roll Calls

- Have you ever created an item out of trash? If so, what was it?
- What is your reason for wanting to learn more about creating treasures from trash?
- Name one thing paper can be made from.

Sample Meeting Agenda – 2 hrs. 45 minutes

***Note: Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!*

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Public Speaking/Judging Activity	Activity A – Get to Know Each Other Game – Fashion Designer	15 min
Parliamentary Procedure	Elect executive, hand out Record Books and discuss club requirements. Fill out club and member information in Record Books, and have each member fill out their “Member Expectations and Goals” page.	30 min
Topic Information Discussion	Review the Introduction, Before We Get Started, The Basics, Materials & Supplies and Tools & Equipment lists (pg. 1-24)	25 min
Topic Information Discussion	Discuss Paper Perfect and Paper Making (pg. 25-26)	10 min
Activity Related to Topic	Leader’s Choice of any activities listed under Meeting #1 (activities 1-12 on pages 27-68)	60 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Choose one of the Meeting #1 activities that was not completed at the meeting.	

Electing Your Executive

Elections can be chaired by a youth leader, senior member or club leader. The person chairing the elections is not eligible for any positions.

Procedure:

1. All positions are declared vacant by the chairperson, who indicates this by saying "I'd like to declare all positions vacant."
2. The group decides on the method of voting (i.e. show of hands, ballot or standing).
3. The chairperson accepts nominations from members for each position being filled. Nominations do not require a seconder. Nominations are closed by motion or declaration by the chairperson.
4. Each member nominated is asked if he/she will stand for the position. Names of members who decline are crossed off.
5. Voting takes place by selected method and majority rules (i.e. member with most votes).
6. Announce the name of the successful member. Offer congratulations and thank all others that ran for the position.
7. If ballots are used, a motion to destroy the ballots is required and voted on.

Steps in Making a Motion

The motion is a very important key to having good meetings. Motions are a way of introducing topics for discussion and allowing each member to speak and vote. Any member can make a motion.

Steps in Making a Motion:

1. Address the chairperson (i.e. raise your hand).
2. Wait for the chairperson to acknowledge you.
3. Make the motion: "I move that..."
4. Another person seconds the motion: "I second the motion."
5. Chairperson states the motion.
6. Chairperson calls for discussion of the motion.
7. Chairperson restates the motion.
8. Chairperson calls the vote: "All in favour? Opposed?"
9. Chairperson announces the result of the vote: "Motion carried" or "Motion defeated."

MEETING 2 - Groovy Glass

Objectives:

- Learn about the history of glass.
- Learn why glass is one of the easiest products to be recycled.
- Learn how glass can be repurposed into many different items.

Roll Calls

- Name one glass item you recycled today.
- Name one item you purchase that is not in a glass container but could be (i.e. a can of pop).
- Name one item made with glass.
- Do you have any ideas for a craft that could be made with a used glass product?

Sample Meeting Agenda – 2 hrs. 25 minutes

***Note: Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!*

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Activity B - String Talk	20 min
Topic Information Discussion	Discuss Groovy Glass (pg. 69)	10 min
Activity Related to Topic	Leader's Choice of any activity(ies) listed under Meeting #2 (activities 13-17 on pages 70-83)	80 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Choose one of the Meeting #2 activities that was not completed at the meeting.	

MEETING 3 - Marvelous Metal

Objectives:

- Learn about the history of metal.
- Gain an appreciation for the importance of recycling all types of metal products.
- Learn how metal can be repurposed into many different items.

Roll Calls

- Name an item made out of metal.
- Name one metal item that you have recycled today.
- Name one type of metal (e.g. aluminum, copper, tin, etc.).

Sample Meeting Agenda – 2 hrs. 25 minutes

***Note: Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!*

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Activity C - Silverware Wind Chimes	20 min
Topic Information Discussion	Discuss Marvelous Metal (pg. 84-85)	10 min
Activity Related to Topic	Leader's Choice of any activity(ies) listed under Meeting #3 (activities 18-22 on pages 86-101)	80 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Choose one of the Meeting #3 activities that was not completed at the meeting.	

MEETING 4 - Pretty Plastic

Objectives:

- Learn about the history of plastic.
- Learn about the different types of plastics.
- Learn why it is difficult to recycle plastic.
- Learn how plastic can be repurposed into many different items.

Roll Calls

- Name one item that you recycled today that was made from plastic.
- Name one way you could cut down on the amount of plastic you use (e.g. use a refillable water container rather than plastic water bottles).
- Name a food item that is packaged in plastic.

Sample Meeting Agenda – 2 hrs. 25 minutes

***Note: Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!*

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Activity D - Magic Bag	20 min
Topic Information Discussion	Discuss Pretty Plastic (pg. 102-104)	10 min
Activity Relating to Topic	Leader's choice of any activity(ies) listed under Meeting #4 (activities 23-28 on pages 105-123)	80 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Choose one of the Meeting #4 activities that was not completed at the meeting.	

MEETING 5 - Cool Clothing

Objectives:

- Learn about the history of clothing.
- Learn about technological advances in the clothing industry.
- Learn how clothing can be repurposed into many different items.

Roll Calls

- Name one thing clothes can be made from (e.g. leather, wool, cotton, rayon, polyester, spandex, etc.).
- Name one item you think you could make from an old T-shirt.
- Where did you buy the clothes you are currently wearing?

Sample Meeting Agenda – 2 hrs. 25 minutes

****Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Activity E - Judging t-shirts (judging card found in this Handbook and in the Record Book)	20 min
Topic Information Discussion	Discuss Cool Clothing (pg. 124)	10 min
Activity Related to Topic	Leader's choice of any activity(ies) listed under Meeting #5 (activities 29 to 37 on pages 125 - 153)	80 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Choose one of the Meeting #5 activities that was not completed at the meeting.	

MEETING 6 - Heavenly Household Items

Objectives:

- Learn how household items can be repurposed into many different items.
- Learn how mosaics are made.
- To gain an appreciation for making something functional or beautiful (or both) from what would be considered waste.

Roll Calls

- Name one new thing you learned in the Trash to Treasure project.
- Have you ever made something new out of a broken piece of furniture or a dish? If so, what was it?
- Name one benefit to repurposing (re-using) any recyclable item.

Sample Meeting Agenda – 2 hrs. 40 minutes

***Note: Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!*

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Make plans for the Achievement Program.	30 min
Topic Information Discussion	Review Heavenly Household Items (pg. 154) and Concluding Remarks (pg. 175).	15 min
Activity Related to Topic	Leader's choice of any activity(ies) listed under Meeting #6 (activities 38 to 43 on pages 155 - 174)	80 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Get ready for the Achievement Program!	

Activity A - Fashion Designer

Divide the group into two teams (or more according to your size of group) so that each team has three to five people. Have each team choose one person from their team to be a “model”.

Give each group their allotment of supplies. Each group will have 10 minutes to design a fashion on their model using only the supplies they have been given.

In addition, each group needs to designate a spokesperson that will narrate what their fashion design is when it is time for their model to walk up and down the fashion runway. Once the narrator is finished, each person in the group needs to introduce themselves by saying their name and another item they think could be designed using the items their group was given.

Give each team:

- 1 or 2 large newspapers
- 1 roll of toilet paper
- 1 package or several sheets of brightly colored tissue paper
- 1 roll of masking tape
- 1 pair of scissors

Once the fashion show is over, discuss which items used for this activity can be recycled or re-used. The answer is all of them. Almost every item we use each day can either be recycled or re-purposed into another item.

Activity B - String Talk

Have each 4-H member cut a piece of string as long as they are tall. One by one, have each 4-H member stand in front of the group and wrap the piece of string around their index finger while they tell their name and talk about their favourite 4-H project (or any other topic as determined by the leaders). When the string is completely around the finger, the 4-H member can stop talking.

Speed is up to the individual. Some who like to talk will wrap the string very slowly while others will wind the string up very fast.

Source: Public Speaking...4-H Style, Texas Agricultural Extension Service

Activity C - Silverware Wind Chimes

Materials needed:

- 4 teaspoons
- 1 fork
- Fish line
- Odd beads
- Hammer
- Drill & small bit
- Needle nose pliers

Drill a small hole near the end in the handles of all of the silverware. Pound teaspoons flat by placing them on a hard surface and hitting with a hammer. Turn each prong of the fork up or back with pliers to form small loops. Thread fish line through the hole in one spoon handle. Place several beads on both strands of the line. Knot the ends of the line to hang from a fork tine loop. Repeat with other spoons. Make sure all the spoons are hanging about the same length so they will hit together in the wind. Place another piece of fish line through the hole in the fork handle. Thread it with a few more beads and tie a knot. The wind chime is now ready to hang up and enjoy!

Activity D - Magic Bag

Arrange the group in a circle. Ask for a volunteer to start. The first volunteer reaches in the Magic Bag and selects an object (no peeking allowed!). He or she then stands up and tell everything that they can about the chosen object, using up to one minute only. A second volunteer selects an object and gives their mini-speech and so on. To prevent repeat speeches, have each participant hold their chosen item until the activity is complete.

All items in the Magic Bag can be project related and could include items such as:

- Glue (or glue sticks)
- Pencil
- Tape
- Paint brush
- Ruler
- Tissue paper
- Measuring cup
- Wooden spoon
- Hole punch
- Hammer
- Nail
- Safety goggles
- Nose and mouth mask
- Oven mitts
- Rubber gloves
- Pliers
- Wire cutters
- Whisk
- Tin foil
- Cookie cutter

Once everyone has completed their mini-speech, ask the following questions:

- Were some items more difficult to speak about? Why?
- Could you have talked longer than one minute about some of the items?
- Would you have been able to speak longer about the item if you had two minutes to write some notes?

Source: "Demon Destroyer Ideas", University of Idaho Extension Service

Activity E - Judging

Judging T-shirts (or any other type of clothing) – Judging Card

Criteria

- Does the T-shirt look to be in good shape?
- Is it something you wear to school? Around home? To the barn?
- Does it have any holes or rips in it?
- Is it clean?
- Is it easy to launder?
- Does it have anything offensive on it?

Giving Reasons:

I place this class of T-shirts _____, _____, _____, _____.

I place T-shirts _____ first because _____

I place T-shirts _____ over T-shirts _____ because _____

I place T-shirts _____ over T-shirts _____ because _____

I place T-shirts _____ over T-shirts _____ because _____

I place T-shirts _____ 4th because _____

For these reasons, I place this class of T-shirts _____, _____, _____, _____.

Official Placing _____.

Extra Activities

Activity F - Trash to Treasure Wordsearch

T W J I M N T G Q R E Y B K A C H Z R F
 Z E V B W J R H D Z P S E T D V C J L V
 J R H H M H A W W B A Z F U B W R W F M
 S C I S S O R S Y S T A E Q L Q Y S K K
 M V A U U E Q P O S K D F I K G P O F L
 B X J E L E S H D A P Z G P T H N O A T
 Z R M X S G U O A L P H B E Q Q L T R N
 C Y Q L F H B F P G B K S D Z W E W F Q
 M N S R A M P D S R C P E A E M P S A K
 L Z P Q Y E J R F J U N L W R G A J L E
 Y T I V I T A E R C V P R A U T I W F C
 F G Y Q Q Y B G P I V U E L S P N C D G
 J V K I O Z N T R Y L X T R A T T P M M
 S V R J V I M O H E D D K R E I I Y U N
 C R W N H M N A R Q Y W X E R D D C F E
 M B W T K M M A R Y A N S C T P A P E R
 C A O M E M C K I D I J J Y Z Y I E B P
 X L A N E S R E I L P S E C H S A C Y Y
 C A T R C R N I J T S D P L K F L G A B
 A C R Q Q M H T X O J B F E S G O C Y B

CASH

CLOTHING

CREATIVITY

ENVIRONMENT

GLASS

GLUE

HAMMER

METAL

NAILS

PAINT

PAPER

PLASTIC

PLIERS

RECYCLE

REPURPOSE

RULER

SCISSORS

TAPE

TRASH

TREASURE

Extra Activities

Activity G - Shoe Game

Everybody takes off a shoe from their right foot and throws that shoe in a pile. Then everybody grabs (at random) a shoe from the pile and puts it on.

The aim is to pair up the shoes. Each person must find the people who are wearing the same shoes as he/she is, and stand such that the pair of shoes are together. E.g. Person #1 wearing their own shoe (A) and somebody's shoe (G). They must find the person who is wearing the other shoe A, and stand so that pair of shoes are together (AA). They must also find someone wearing shoe G, and put shoe G with his/her shoe G. Both shoes A and shoes G should be together in space and time (i.e. the object is to form a sort of a line or 'twister' kind of formation where all the shoes have been paired up.)

Activity H - Year of the Coin

Have the group sit in a circle and start this activity by giving each person one coin.

Go around the group and each person has to look at the year their coin was made and tell the rest of the group what they were doing in that year. It can be something significant or very insignificant. The aim is to learn something about each other.

Extra Activities

Activity I - Two Extremes

A game of two extremes!

Create an imaginary line from one end of the room to the other. Instruct members to move to a point on the line to indicate where they stand on a particular issue. For example – move to the left hand side of the room if you like ice cream, the right hand side if you don't like ice cream.

If someone does not have a strong opinion, they stand in the middle.

Other examples could include:

- Sleep in or get up early?
- Rock music or country music?
- Do homework or do the dishes?
- Go to a 4-H meeting or go to school?
- Create a trash to treasure item out of clothing or out of metal?
- Go to a hockey game or to a music concert?
- Have a cat for a pet or a dog?
- Go to the 4-H Judging Competition or the Go For The Gold competition?
- Winter or summer?
- Apples or bananas?
- Would you rather be taller or older?

When everyone chooses a position, read out the next example on the list and everyone moves again. This is a great game for members to be able to express themselves and their opinions on certain topics.

Extra Activities

Activity J - My Life in Pictures

Provide members with a variety of newspapers and magazines. Have each member tear out a picture, article or anything they think tells something about themselves. One by one, have each member explain to the group what they chose from the magazine and why.

If there's enough time, they could make a collage that tells more about themselves.

Activity K - House on Fire

Ask the group to think for a minute about the following question: "Your house is on fire and everyone, including your pets, is safe. You have 30 seconds to run through the house and collect three or four articles you want to save. What would you grab? Why?"

After everyone has had a chance to think about their answers, ask for volunteers to share their answers and discuss what they learned about the things they value.

Activity L - Record Album Flower Pots

Materials needed:

- Record album
- Boiling water
- Nesting tin cans
- Sink or dish pan
- Stove
- Tea kettle or pot

There are several methods to melt record albums for projects, but this way is very easy and nontoxic. For flower pots, a #10 tin can and another one the same height but about 10cm (4") in diameter will work well. Place the smaller can upside down in the sink or dish pan. Have the middle of the bottom of the can marked to make it easy to centre the record on top of the can. Slowly pour boiling water over the record album. Once it goes limp, cover the album with the larger can and push it over the album and smaller can. The album will harden up very quickly. If you don't like the shape, you can repeat the process as many times as you want.

Extra Activities

Activity M - Faux Leather Bottle

Materials needed:

- Bottle
- White craft glue
- Tissue paper
- Acrylic paints (tans & browns)
- Shoe polish (brown or black)
- Cord
- Beads
- Paint brush
- Rags
- Hair dryer for speedy drying

Cover the bottle with glue thinned with water to make it easy to spread. Crumple tissue paper, open it back up and press it down on the glued area. Let it dry. Paint the tissue. Using more than one colour make a nice effect. Let it dry. Rub the entire surface with shoe polish. Buff when dry. String a couple of beads on a piece of cord and tie around the neck of the bottle.

Extra Activities - Answers

Activity F - Trash to Treasure Wordsearch - Answers

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(Over, Down, Direction)

CASH (18, 18, W)

CLOTHING (1, 19, NE)

CREATIVITY (10, 11, W)

ENVIRONMENT (13, 9, SW)

GLASS (10, 8, N)

GLUE (16, 5, NW)

HAMMER (9, 14, SW)

METAL (16, 9, NE)

NAILS (7, 15, SE)

PAINT (17, 9, S)

PAPER (16, 16, E)

PLASTIC (12, 9, SE)

PLIERS (11, 18, W)

RECYCLE (14, 14, S)

REPURPOSE (14, 13, NW)

RULER (13, 11, SW)

SCISSORS (1, 4, E)

TAPE (11, 4, N)

TRASH (16, 11, NW)

TREASURE (15, 16, N)

4-H Jamaica Information

Jamaica 4-H Clubs & 4-H Ontario

The Jamaica 4-H Clubs - St. Thomas Parish and the 4-H Ontario partnership began officially in 2011 with the signing of a Memorandum of Agreement between St. Thomas Parish and the 4-H Ontario Executive Director. This partnership focuses on information, resource and best practice sharing.

Jamaica 4-H Clubs Competitive Events

The Jamaica 4-H Clubs has five major areas of personal growth which include Home Economic Events, Agricultural, Art & Craft, Environmental and Other. Trash to Cash (or in this project resources case Trash to Treasure) is one of the events youth participate in at their Parish and National Achievement Days. The top member (or clubite in Jamaica) in each competition from the 14 Parishes competes at the National Achievement Day. They have a specific amount of time to recreate the craft/product that they made at their home Parish Achievement Day. They are scored using a scorecard. Both the instructions and the scorecard are included for your reference.

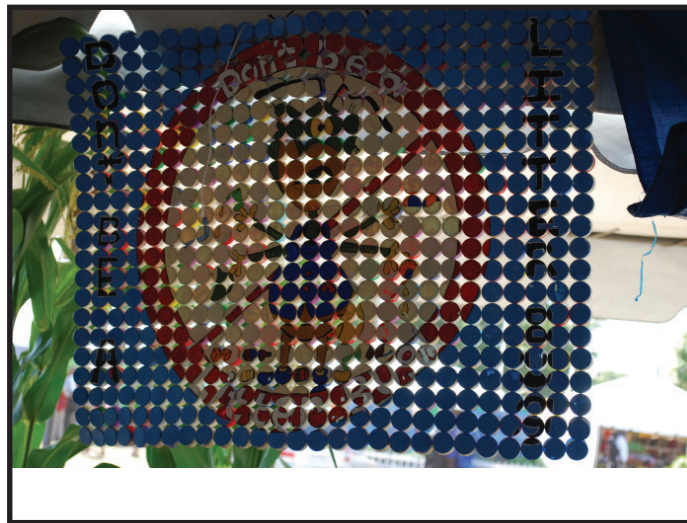


Photo Credit: Marianne Fallis

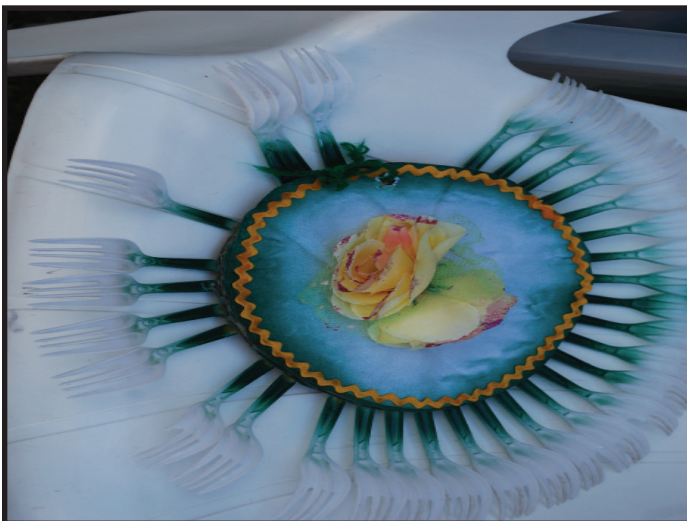


Photo Credit: Marianne Fallis



Photo Credit: Shonna Ward

4-H Jamaica Information

4-H Jamaica's Trash to Cash Guidelines

Category: 9 – 12 years

Duration: 2 hours

OBJECTIVES:

- To encourage clubites to transform waste materials into usable objects.
- To establish a state of creativity in clubites by using non-hazardous materials.

GENERAL:

- Demonstrate and explain how every day trash can be recycled into useful products. Each clubite will have the opportunity to create a useful product using any household or other rubbish (i.e. juice boxes, plastic bottles, newspaper, empty tins, bottle caps etc.)
- Each clubite must be familiar with the concept of the three (3) R's – Reducing, Reusing, Recycling) and be able to answer related questions.

RULES:

- Each competitor must bring a finished product to the competition.
- Each competitor must come prepared to construct an identical product.
- The competitor will be required to demonstrate and explain the procedure within two (2) hours.
- Finished product must consist of at least 90 percent trash (waste material). Use of materials deemed by the judges, as "not waste" will result in points deducted
- Finished product must have a practical use (example; toy, tool, decoration etc.)
- Competitors must be able to explain how the product demonstrates waste management (show an understanding of the purpose of this event.)
- Competitors will be required to answer questions in the following categories: Waste Management, Resource Conservation, Waste Reduction, Reusable Waste and Recycled Materials.

ALL COMPETITORS **MUST** SUBMIT THEIR PROJECT BOOKS

4-H Jamaica Information

JAMAICA 4-H CLUBS - MINISTRY OF AGRICULTURE AND FISHERIES
MARK SHEET FOR TRASH TO CASH

		NAME	
		CLUB/PARISH	
2	<i>Introduction and project plan</i>	Project Book	10
2	<i>Work done and finance</i>		
2	<i>evidence of research</i>		
2	<i>presentation</i>		
2	<i>summary</i>		
		Originality	10
	<i>Practical use eg toy, too, decoration</i>	Usefulness	10
4	<i>Appropriate choice of material used</i>	Product Appearance	10
2	<i>Similarity to finished product presented</i>		
2	<i>State of completion</i>		
2	<i>Overall appearance</i>		
10	<i>explain how every day trash can be recycled into useful</i>	Environmental Awareness	25
10	<i>familiarity with the concept of Reducing, Reusing,</i>		
5	<i>explain how the product demonstrates waste</i>		
		% Trash used	10
	<i>Appropriateness to competition overall</i>	Finished product brought to event	5
		Quality Durability	10
5	<i>Use of tool and materials</i>	Demonstration Ability	10
5	<i>Explanation of procedure</i>		
		TOTAL	100

Judges' Name:.....

Judge's Signature:..... Date: